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Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

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Note: Internet support is handled in English only.

Note: The multiplayer components of Activision games are handled only through Internet support.

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NINTENDO DS™



INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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REV-E

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**THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.**



**Wireless DS
Multi-Card
Play**

**THIS GAME ALLOWS WIRELESS MULTIPLAYER
GAMES WITH EACH DS SYSTEM CONTAINING
A SEPARATE GAME CARD.**



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GETTING STARTED

To begin playing, insert the Guitar Hero®: On Tour Game Card into your Nintendo DS™ system. Place the Guitar Hero™ Guitar Grip™ into the Game Pak slot on the Nintendo DS and push the Power Button.

GAME CONTROLS

The Touch Screen is used to navigate the menus, to strum and whammy, and use Battle Mode items. The microphone is used to activate Star Power. For more information, go to the How To Rock section in this manual.

USING YOUR GUITAR HERO GUITAR GRIP

- ① Make sure that the Nintendo DS is turned off.



②

Insert the Guitar Grip into the Game Pak slot on the Nintendo DS. Make sure it is fully inserted.



③

Remove the pick stylus from the Guitar Grip.



④

Adjust the Strap so it is secure around your hand.

For more play comfort suggestions please visit: www.guitarheroontour.com

IMPORTANT USER INFORMATION

1. Take frequent breaks to avoid any discomfort or cramping in your hands.
2. If you experience discomfort or cramping in your hand, try different play styles to find the one most comfortable for you. For example, you may try to keep your wrist straight while playing.



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MAIN MENU

The Main Menu screen is where you can access the three main modes of Guitar Hero: On Tour Single Player, Multiplayer, and Options. You can also view the game credits from here.

SINGLE PLAYER

Career: Live the life of a true rock star! Change your outfit and style, and select a guitar and guitar finish. Then hit the road to unlock new venues and songs while earning cash to spend in the Store!

Quickplay: Jump right in and start shredding! In Quickplay you're free to play any song you've previously earned or unlocked.

Guitar Duels: Challenge your favorite Guitar Hero characters in a guitar duel. Complete Battle Gems sequences to get a Power-up. Tap the Touch Screen battle icons to throw pyrotechnic problems, excited fans, and all sorts of trouble towards your enemy.

Practice: Take any song in the game that you've currently played and practice sections of the song until they are polished.

Tutorial: These interactive tutorials teach you everything you need to know about Guitar Hero: On Tour and are highly recommended for both beginners and experienced players.

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MULTIPLAYER

Use the Nintendo DS wireless connection to Host or Join a two player game. In the lobby, players can change their settings and touch ready to start a match.

Host: Player has more controls over the multiplayer experience. Select the game mode, song and venue. Touch READY when you are ready to rock.

Join: Select the host for your game. You can watch the host select the multiplayer options in real time as you select your character and outfit. Touch READY when you are ready to rock.

- **Face-off** - Two players compete head-to-head using specially designed guitar tracks. Each player can choose their difficulty level independently.
- **Pro Face-off** - Two players compete head-to-head using the tracks available in Single Player. Each player is forced to play with the same difficulty level to provide a fair comparison of score.
- **Co-op** - Two people play co-operatively using separate guitar tracks simultaneously. One player plays the Lead Guitar while the other plays either a Rhythm or Bass Guitar track. Each player shares Star Power and score and can choose difficulty levels independently of each other.
- **Guitar Duel** - A two player tug-of-war style of battle for points. Complete Battle Gems sections to pick up Guitar Duel battle icons that can be fired off during the duel!

Options

Allows player to change game settings.

- **Clear Global Data:** Clear high scores and Guitar Duel records. Career Mode files remain saved.

- **Audio Options:** Adjust your mic levels.
- **Mic Sensitivity:** Adjust from High to Off. NOTE: The Nintendo DS microphone can still be used during pyrotechnic attacks.
- **Lefty Flip:** 180° flip for left handed rockers.
- **Color Flip:** Lefty Flip mode without changing gem color order.

HOW TO ROCK

On Tour consists of pressing the Fret Buttons and strumming anywhere on the Touch Screen with the pick stylus in sync to the notes that are scrolling toward you on the screen.

Basic Notes

1. Hold the Fret Button that corresponds to the note on the screen.
2. Stroke the Touch Screen to play the note. (note: If you see a string of the same notes you don't have to release the corresponding Fret button for each note, you can keep it held down.)

Long Notes (otherwise known as Sustains)

1. Hold the Fret Button.
2. Strum.
3. Keep the Fret Button down until the whole note has played.

Chords

Chords are two or more notes played at the same time. These can come in the form of Basic Notes and Long Notes.

The Whammy Bar

Whammy will be accomplished by wiggling the pick stylus anywhere on the Touch Screen during long notes.

The Rock Meter

The Rock Meter is the ultimate gauge for how much you're rocking. When the needle is in the green, you're doing great! But watch out if it dips into the red!

The Score Meter

Every note you hit scores you points. If you can nail a series of notes perfectly then you'll receive a handy 'Score Multiplier' which is 2-4X the value of each note you hit. Mess up and your score multiplier vanishes.

The Star Power Meter

Unleash the glory of Star Power and automatically double any score multiplier you currently have.

- **How to get Star Power:** Complete Star Gem sequences to fill up your Star Power meter. It needs to be at least half-full to be activated.
- **How to Activate Star Power:** Yell "ROCK OUT" into the Nintendo DS microphone or press SELECT, X Button, Y Button, A Button, B Button, or +Control Pad to activate Star Power. You can also tap the Star Meter on the Touch Screen.

Difficulty Settings

The first thing every rock star has to decide is what difficulty they'd like to play the game.

- **Easy:** The perfect setting for beginner players. This difficulty setting utilizes only three fret buttons.
- **Medium:** This difficulty setting brings notes a little faster and utilizes all four fret buttons - green, red, yellow and blue.
- **Hard:** Four fret buttons are used and some advanced skills are needed if you expect to rule in this difficulty setting.
- **Expert:** This insane difficulty will have you frantically using all four fret buttons and pulling off lots of different chords.

Song Results Screen

- **Top Screen:** Shows the percentage of notes hit, score, longest note streak, and amount of stars earned.
- **Touch Screen:** Breaks down the song into sections and shows the percentage of notes hit in each of the sections.

Guitar Duel Rules

This battle mode is played by two players. The second player can be one of your favorite Guitar Hero characters, or you can have a friend jump in using the Nintendo DS Wireless connection.

- Instead of Star Power, you get Battle Power-ups. Hit each series of Battle Gems to collect Attacks. Attacks are displayed as icons in a row on the touch-screen, and can be used anytime by tapping the icon.
- A winner is determined by who has the highest score at the end of the song.

Guitar Duel Items

- **Broken String** - A random string will snap, and the player must drag the broken ends together before that note can be played again.
- **Signature** - An excited fan shoves an item in front of the player's view until they sign it.
- **Pyrotechnics** - Fireworks go wrong and light the Touch Screen on fire until the player blows it out with the DS microphone.
Note: this includes when the DS microphone is set to "off".
- **Hyperspeed** - The speed at which the notes travel doubles.
- **Camera Flash** - Multiple fans take flash photos, temporarily blinding the player.
- **Screen Flip** - The two DS screens temporarily switch places.
- **Amp Overload** - The player's music will temporarily be muted.
- **Steal Item** - The player can choose one of the opponent's powers to steal.
- **Difficulty Up** - The opponent's difficulty level is temporarily raised one level.
- **Difficulty Down** - The player's difficulty level is temporarily lowered one level.
- **Bomb Notes** - Randomly selected notes appear as bombs that should NOT be played.
- **Shield** - Temporarily block the opponent from attacking you.

Credits

- Developed by Vicarious Visions
- Published by Activision
- For more information on this product, the credits, or its features, please visit www.guitarhero.com

Special Thanks to:

Gibson USA
Line 6

Ogg Vorbis software libraries:

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